# A METHOD AND APPARATUS FOR SOUND AND MUSIC MIXING ON A NETWORK

## Abstract of the Disclosure

The website hosted by the server is a collection of separately recorded musical tracks with the music containing a minimum of at least one musical instrument or vocal. Users may record additional tracks of music to add to a primary track. There is one primary track and up to six accompaniment or comptracks. The server allows the client to add one or more tracks to any other tracks for a given song title within the database. Separate tracks then selected by the client and mixed in the mixer into a single sound recording which is then communicated over the server across the internet to the client so the client may hear the finished or composite mixed musical work. If the mixed or composite composition is not to the liking of the user, then different tracks may be selected or rerecorded mixed in sample again. If a mixed musical work meets the satisfaction of the user, the user is then able to download it through the client into a sound file, which can then be replayed by the user as often as desired or recorded onto a CD or other storage medium. Thus the invention provides a means whereby musicians, who may never actually physically meet or even communicate with each other, will be able to collaborate with each other on musical projects without restrictions as to global location or involvement in complicated transactional negotiations which must be repeated with every possible combination.

PLAY-SYNC allows the user to synchronize a downloaded track from database 20 with a currently selected offline track stored in recorder 18 for play to see how the two tracks sound together. REC-SYNC allows an offline track as it is being recorded by recorder 18 to be synchronized with a downloaded track from database 20 to put the two tracks sound together.